NES-SZ-USA

CAPTAIN COMMANDO™

CHALLENGE SERIES

SESTIWZ

By CAPCOM©

CAPCOM©

GAME PAK INSTRUCTIONS

Licensed For Play On Nintendo® ENTERTAINMENT SYSTEM™

A Special Message From Captain Commando!

Thank you for selecting exciting and fun-filled **SECTION Z™** . . . one of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

SECTION Z™, created by CAPCOM©. . . premier world-wide arcade game designer . . . features colorful state-of-the-art high resolution graphics.

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Captain Commando

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

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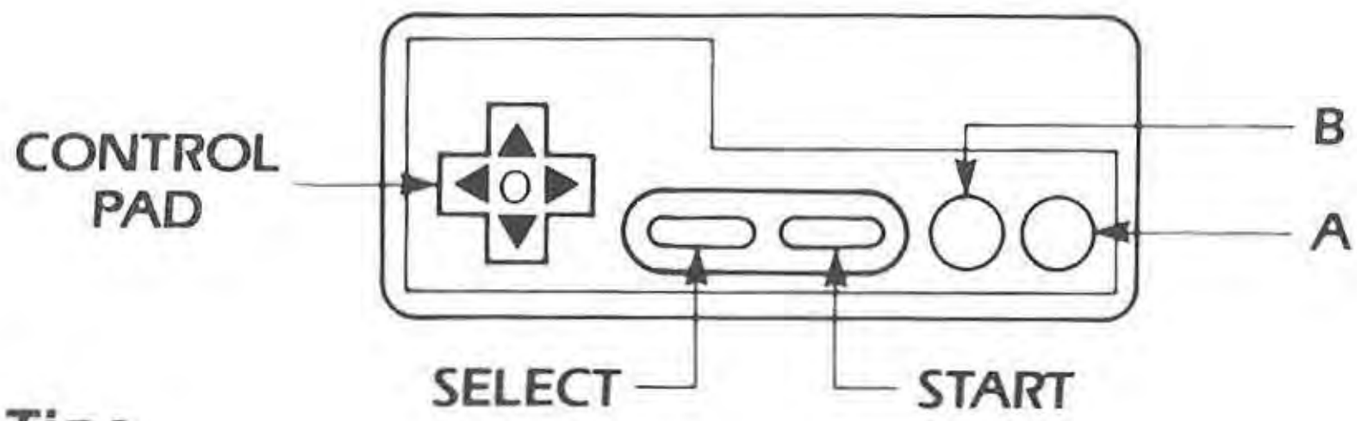
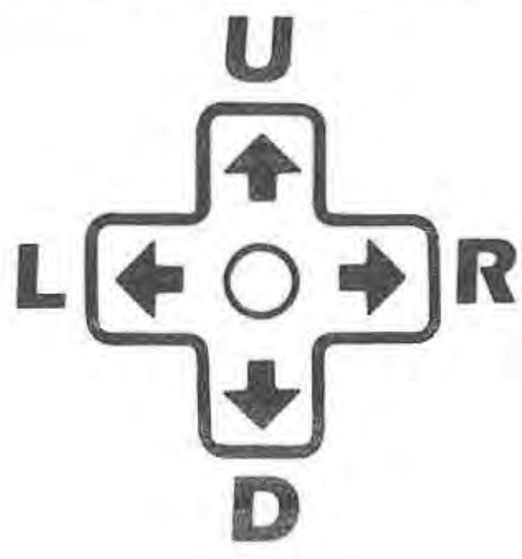
Controller *1 — Maneuvering Controller No. 1 moves you in this one (1) player game.

Control Pad
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you in that direction.

◄ moves left.
► moves right.
▲ moves up.
▼ moves down.



HOW TO PLAY

Press START Button:

— To begin game play.

— To pause or stop action while playing game.

Press SELECT Button:

— To continue game (where you left off).

— To retry from very beginning of game.

Note: Follow instructions on screen. After selecting "continue" or "retry", push START Button to proceed.

Push **Button A** — to shoot to the right.
Push **Button B** — to shoot to the left.
Push **Button A & B** (simultaneously) — you increase your firepower by adding a missile to your arsenal. Once you have gained possession of the missle, push Button A to fire to the right, and push Button B to fire to the left.

The addition of the missile equals four (4) shots.

GAME DESCRIPTION

It is now the 21st Century. High frequency radio and television communications between **Planet Earth** and the space-exploring Saturn Space Station blast warnings of approching invaders, then abruptly cease.

You shed your earthly identity to become the one remaining astronaut in space. **You** unite with freedom-fighter **Captain Commando** to enter the outer regions of space. Concealed in a special solar-energized, jet-propelled supersonic spacesuit, and armed with multi-directional weaponry, you depart **Earth**'s surface on a death-defying mission.

You and **Captain Commando** must maneuver safely through four (4) levels of adventurous battle scenes, penetrating the defenses established by the **Space Soldiers of Balangool**. You are challenged as you fight through Sections A to **SECTION Z** — where "**L-Brain**," **Balangool's Master Control**, programs domination of the universe.

Your goal: penetrate **SECTION Z™**, destroy **L-Brain Master Control**, defeat the evil **Space Soldiers of Balangool**, and save **Planet Earth**.

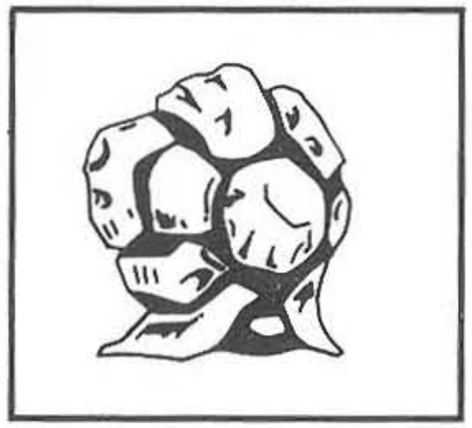
HOW TO PLAY

L-Brain, Master Control of Balangool, secured in **SECTION Z** of **Fortress Balangool**, headquarters of this brutal enemy force, transmits communiques throughout the universe. **Balangool Space Soldiers** receive instructions from **L-Brain** while engaged in interplanetary invasions. Their goal is to conquer the universe.

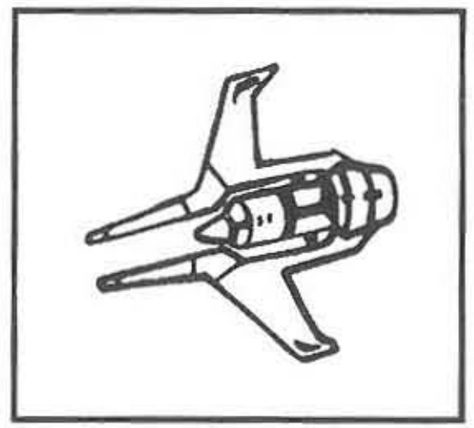
Balangool Captains are stationed at each stage, guarding giant superpowered transmitters. Strong, red barriers surround two transmitters found at Stage One. To clear these red barriers you must destroy the Enemy Generator supplying power to the barriers. Should you successfully eliminate the generator, proceed to eradicate the Balangool Captain. For only then can you proceed to another Stage.

As you progress, increase your supply of weapons and energy. Without them, you cannot reach **SECTION Z** to bring **L-Brain Master Control** to extinction, heroically saving **Planet Earth**.

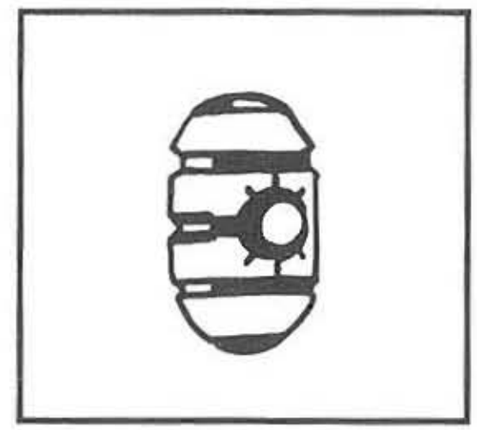
HOW TO POWER-UP



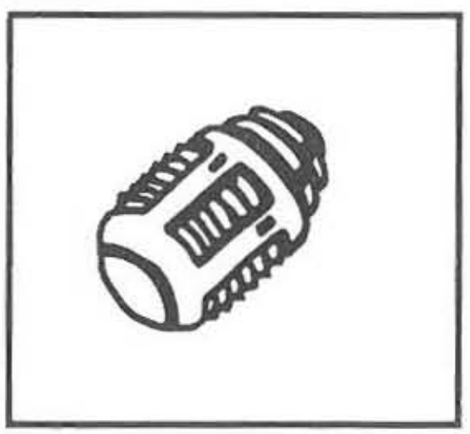
Metal Eater
Composed of many varying parts. Destroy Metal Eater and when you kill it, you can choose one of the next three:



Megasmasher
Penetrates enemies.

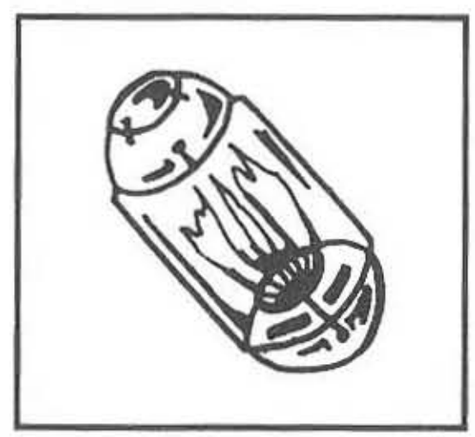


Barrier Shield
Allows you to receive 32 enemy. shots without damage.



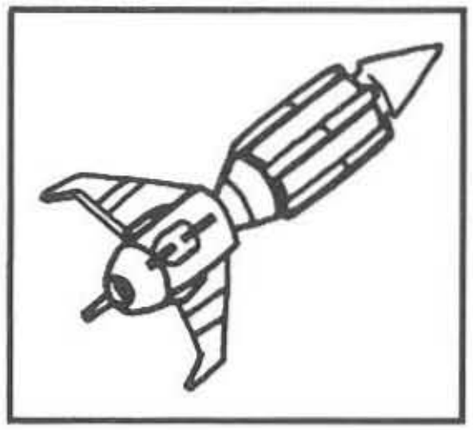
Flash Buster
3-way laser beam.

Speed-up Tube
Gives you additional speed.

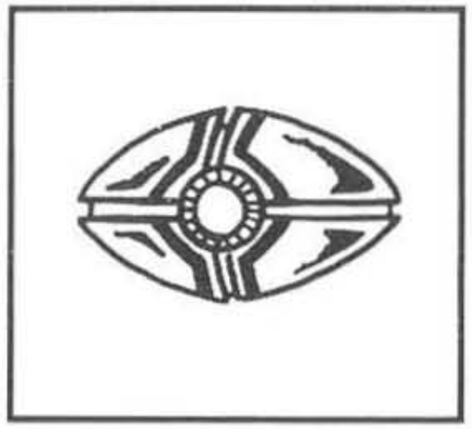


Energy Tube
Supplies extra energy.

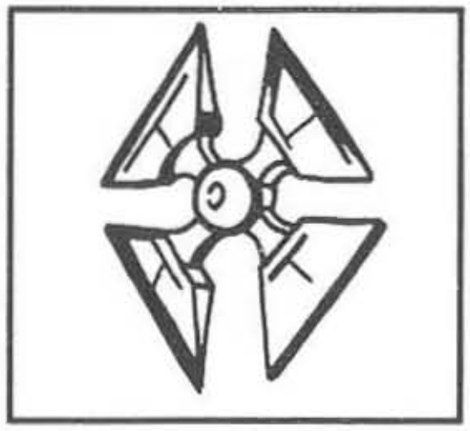
Special Transmission Shell:



Megamissile
Produces extensive damage to your enemies.

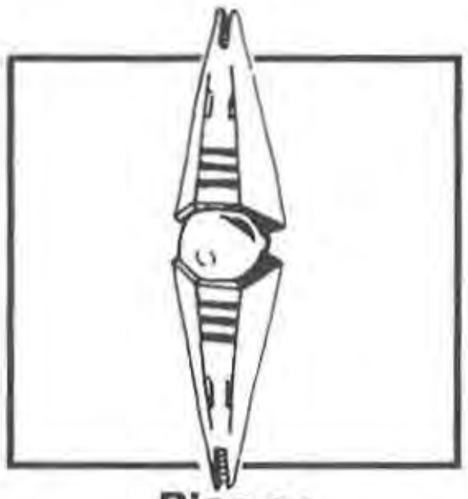


Flash Bomb
Damages all enemies on the screen.

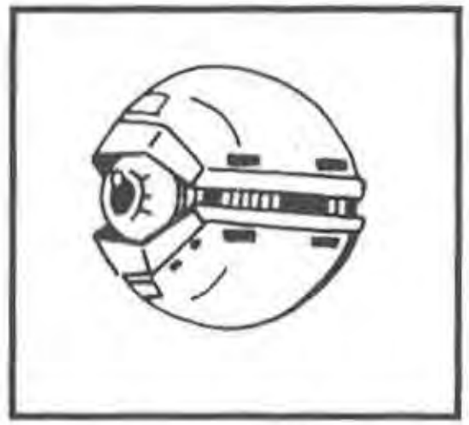


Crush Ball
Maneuvers around the player for 6 seconds, then proceeds to crush the enemies.

ENEMY CHARACTERS/GAME COMPONENTS



Ripper
Appears in some of the important sections. When Ripper is hit, it explodes and bounces, releasing an energy tube.



Crowd Eye
8 of them appear at the same time. They stay in the air and check invaders. They release energy tubes when you destroy them.

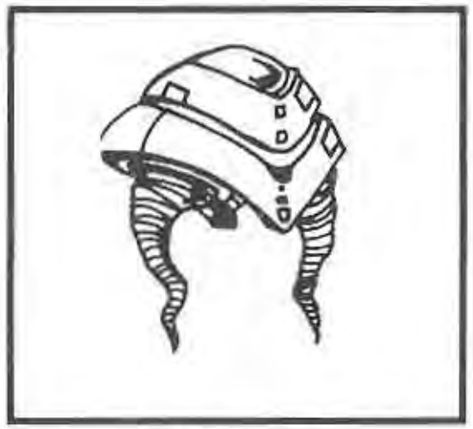
Groma
They appear in a formation and dive.

Kroga
It flies rapidly and attacks you.

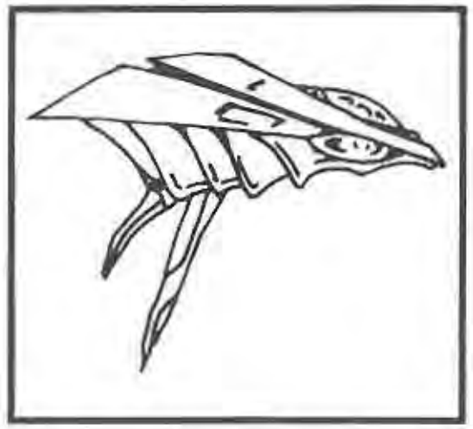
Spratter
It appears slowly and spreads bullets.

Gush
It sticks on the wall or ceiling and releases deadly spikes.

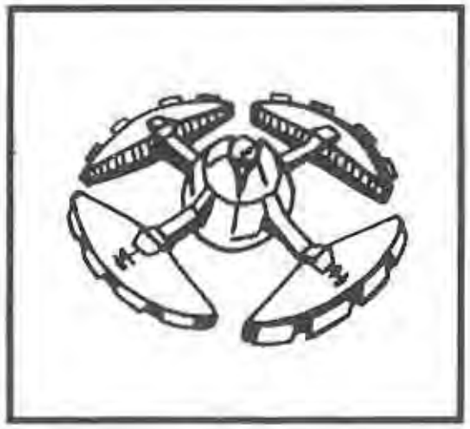
ENEMY CHARACTERS/GAME COMPONENTS



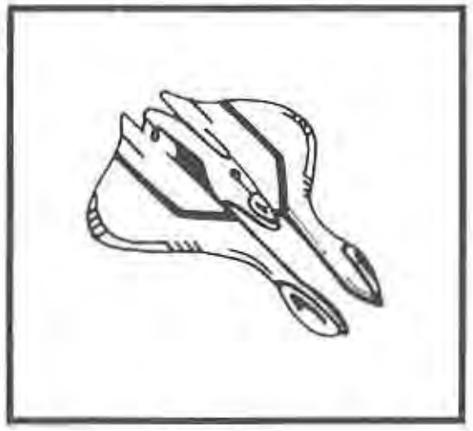
Mansa
Armored chaser.



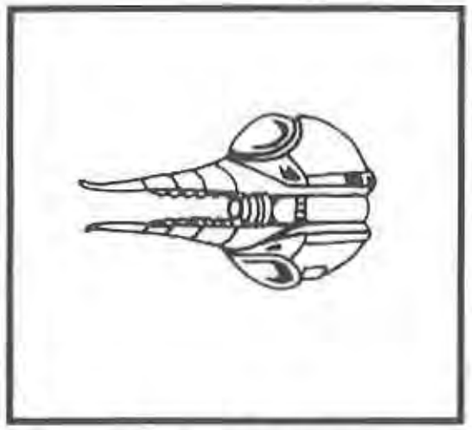
Leeva
It dives at invaders.



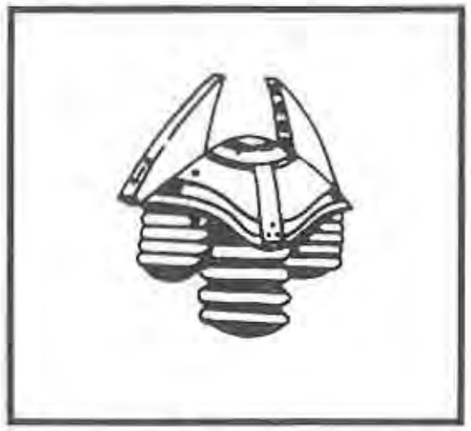
Kikka
It appears rapidly and shoots in 16 directions.



Leago
It flies in waves and attacks invaders.

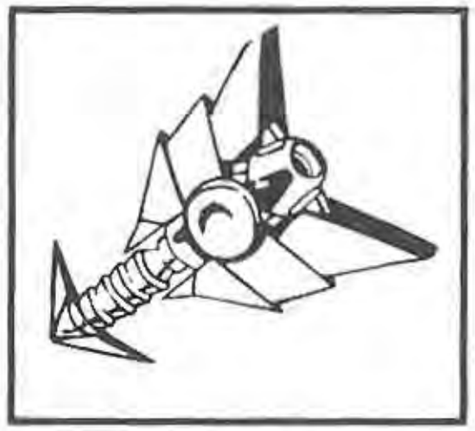


Spiral Gun
When it senses invaders, it points the muzzle at them and shoots energy bullets.

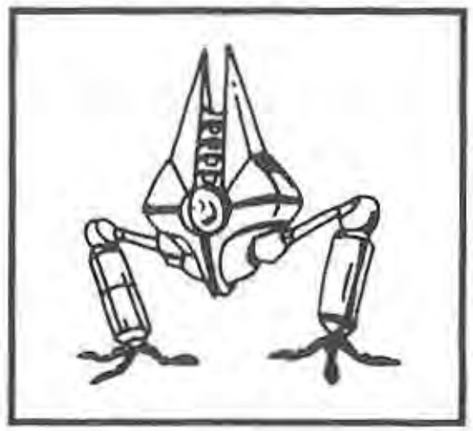


Vito
It jumps around and shoots energy bullets.

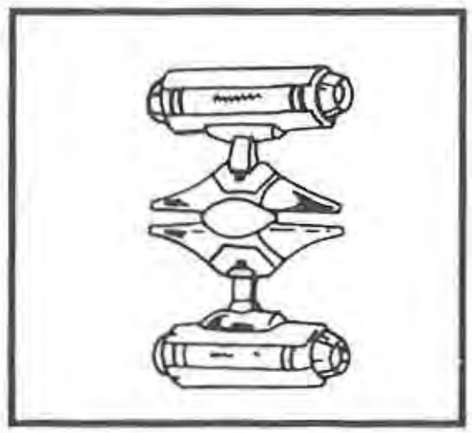
ENEMY CHARACTERS/GAME COMPONENTS



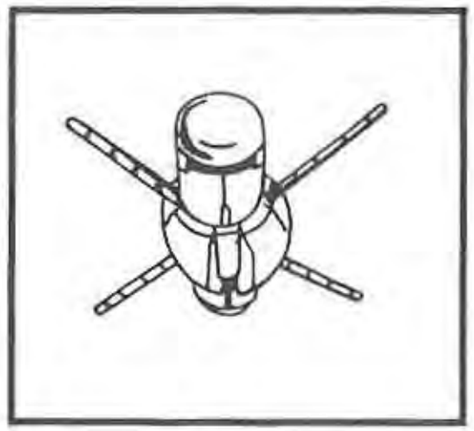
Missiledrone
Difficult to destroy launched missile. You must first wipe out the drone before it's missile can be launched.



Crab
It runs over the walla nd shoots energy bullets. You need to shoot it many times to destroy it.



Floating Batari
It attacks with laser beam.

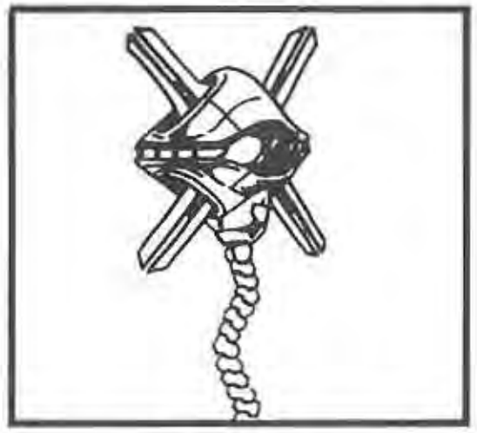


Mesa
It flies from one side of the screen to another.

Clone Soldier
Clones of aliens.
They attack with laser guns.

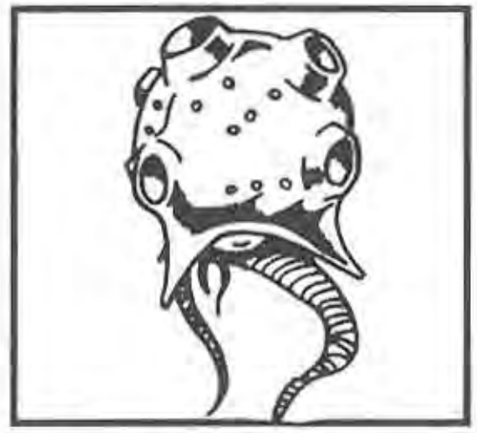
ENEMY CHARACTERS/GAME COMPONENTS

Boss Enemies:



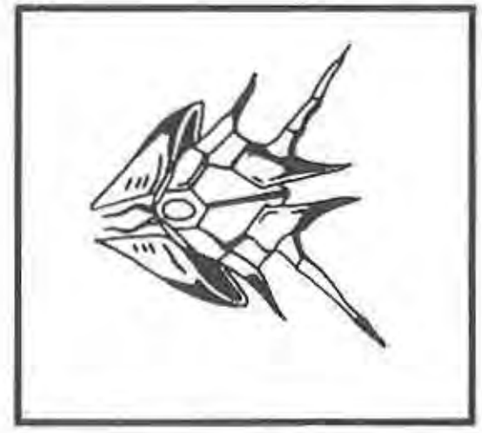
Balaba

It shoots bullets in 4 directions.



Galga

It splits into 8 pieces and gives rolling warp attacks.



Zamuza

It has tremendous fire power. Destroy it when it opens.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the computer with respect to the receiver
— Move the computer away from the receiver
— Plug the computer into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY CAPCOM GAME PAKS

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty ocurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or Inside California State call (408) 745-7081. Our consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   CAPCOM U.S.A., Inc.
   Consumer Service Department
   1283-C Mountain View/Alviso Road
   Sunnyvale, CA 94089

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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